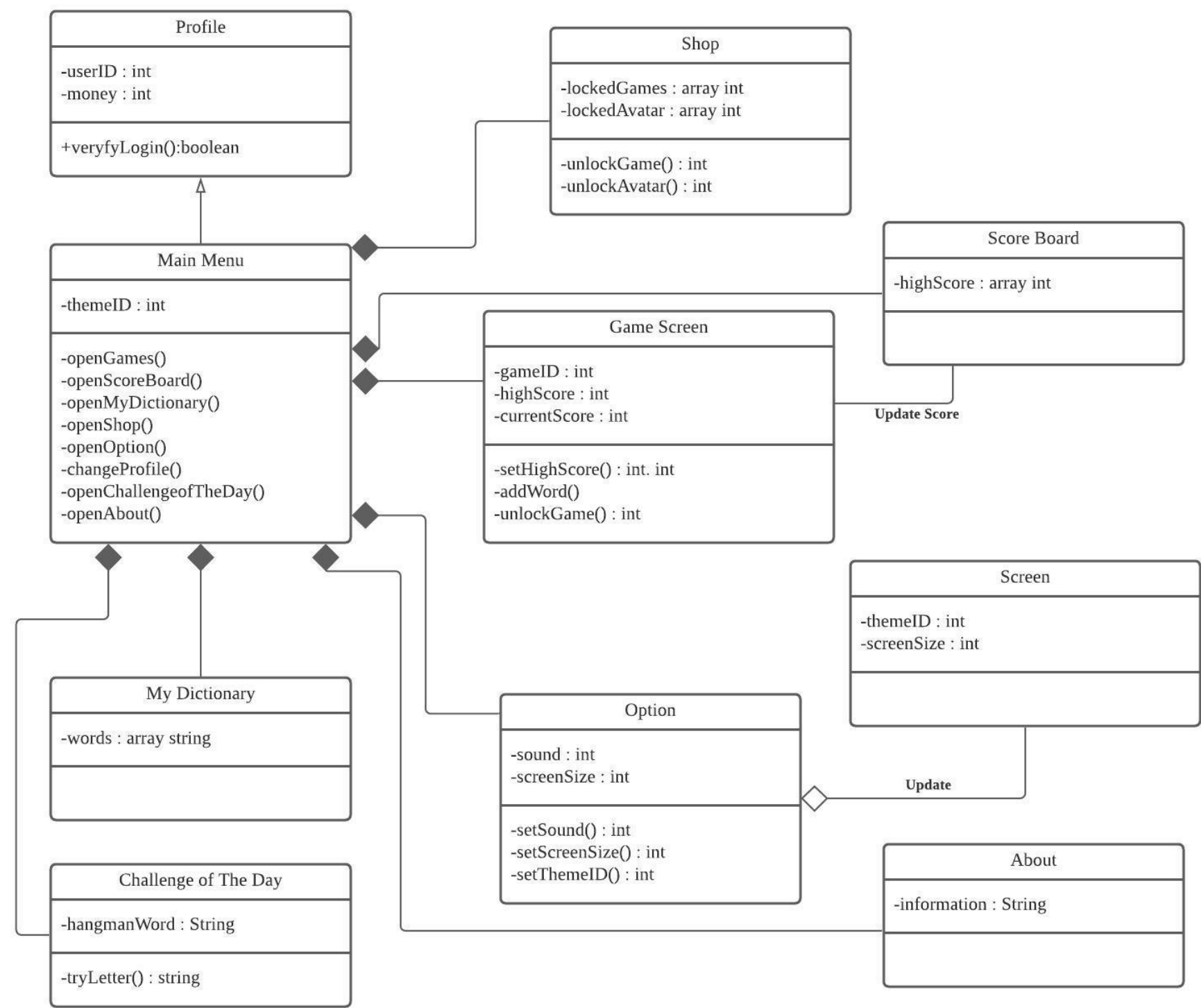


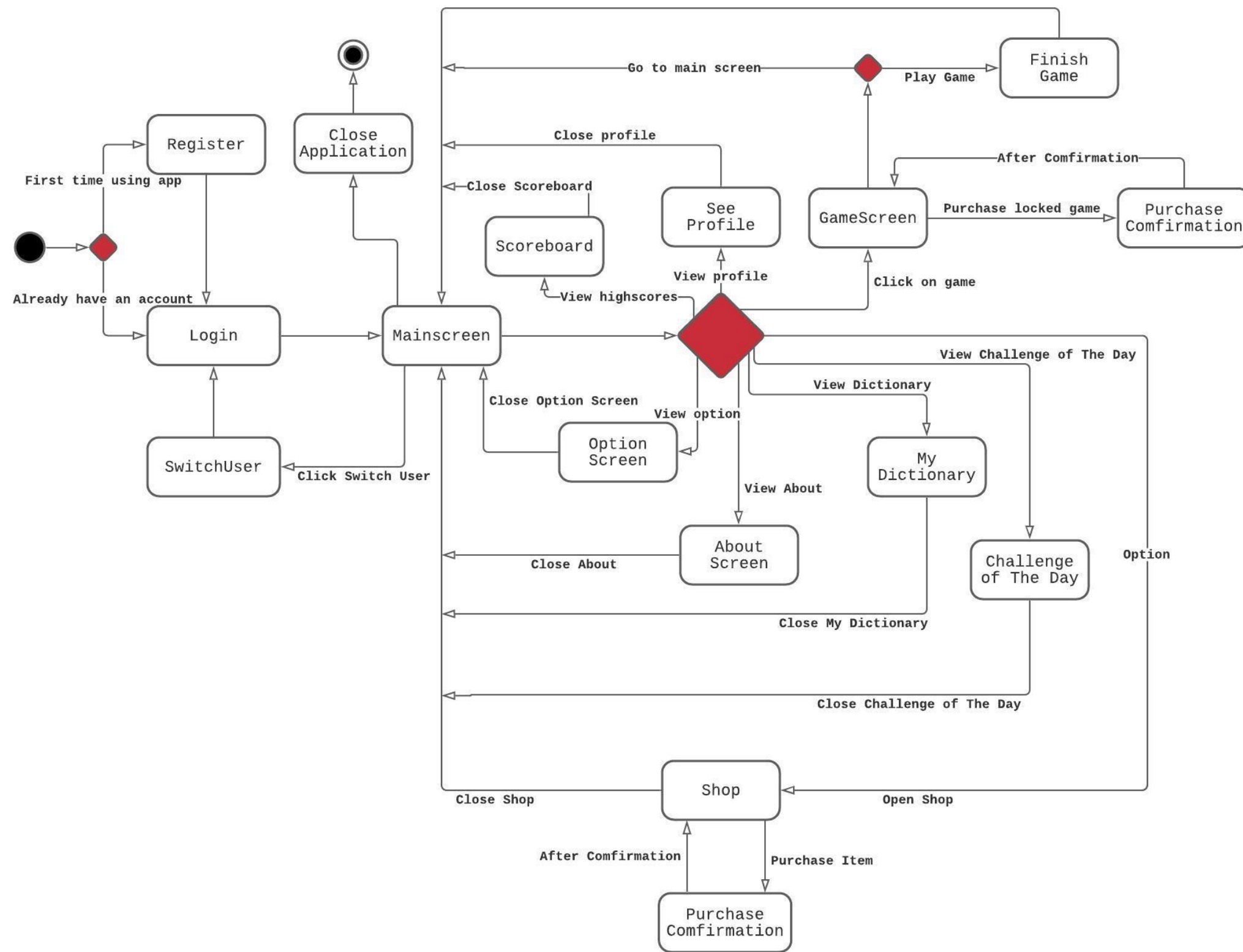
## 3.1.1 Domain Lexicon/Object Information

Object	Object-Type	Attributes & Associations	Description
Profile	Entity	userID Money verifyLogin()	Users of the system whose progress is saved and loaded during use sessions
Main Menu	Boundary	themeID openGames() openScoreBoard() openShop() openOption() changeProfile() openChallengeofTheDay()	The main menu screen
Shop	Boundary	lockedGames lockedAvatar unlockGame() unlockAvatar()	In game shop screen
Game Screen	Boundary	gameID highScore currentScore setHighScore() addWord() unlockGame()	Where the actual games are played
Score Board	Boundary	highScore openGames() openScoreBoard() openShop() openOption() changeProfile() openChallengeofTheDay() openAbout()	Shows the current high score for each game
Option	Boundary	Sound screenSize setSound() setScreenSize() setThemeID()	Where you can adjust volume or size of the screen
Screen	Boundary	themeID screenSize	Overarching screen for entire application
About	Boundary	information	Shows the information about the game, developer and other credits
My Dictionary	Boundary	words	List of words archived from hangman
Challenge of The Day	Boundary	hangmanWord tryLetter()	Daily challenge that will have a word and picture of hangman

3.1.2 Class Diagram(s)



### 3.2.1. State Chart



### 3.2.2 OOD Group Project Sequence Diagram

Use cases: Player named Timmy Purchasing game, playing game, and purchasing an avatar

